

Appl. No. : 09/880,474  
Filed : June 12, 2001

IN THE CLAIMS:

1. (original)

*Sub C1*

A method of providing control code for operating a gaming device comprising the steps of:  
obtaining gaming device operational code encrypted with a first private key;  
providing said encrypted code to said gaming device;  
decrypting said encrypted code using said first private key;  
storing said decrypted code at said gaming device; and  
utilizing said decrypted code to control at least some aspect of the operation of said gaming device.

*B1*

2. (original)

The method in accordance with Claim 1 including the step of encrypting said operational code with said first private key.

3. (original)

The method in accordance with Claim 1 wherein said providing step comprises the step of transmitting said encrypted code to said gaming device.

4. (original)

The method in accordance with Claim 1. including the step of storing the encrypted code provided to said gaming device at said gaming device.

**Appl. No.** : 09/880,474  
**Filed** : June 12, 2001

5. (currently amended)

A method of providing operating data for use by a gaming device configured to present a game for play to a player in which if the player receives a predetermined outcome the player is declared a winner of the game comprising the steps of:

encrypting said operating data in a symmetrical encryption process with a first key;

providing said encrypted operating data to said gaming device;

initiating operation of said gaming device;

locating a decryption device;

providing said encrypted operating data to said decryption device;

decrypting said encrypted operating data with said decryption device using said first key;

[and]

storing said decrypted operating data; and

utilizing said stored decrypted data in the operation of said gaming device.

6. (original)

The method in accordance with Claim 5 including the step of utilizing said data in the operation of said gaming device.

7. (original)

The method in accordance with Claim 5 wherein said decryption device comprises a secure access module having said first key associated therewith.

**Appl. No.** : 09/880,474  
**Filed** : June 12, 2001

8. (previously amended)

The method in accordance with Claim 5 including the step of verifying that said decrypted data is authentic before storing said data.

9. (original)

The method in accordance with Claim 5 including the step of transmitting said first key to said decryption device.

10. (currently amended)

31 A gaming device of the type in which a player is permitted to participate in a game upon placing a wager and in which the player is provided an award if the player receives a predetermined [predetermining] winning outcome [event], said gaming device executing operating data to present said game, comprising:

a memory device for storing operating data encrypted in a symmetrical encryption process;

a secure access module including a stored private decryption key for decrypting data encrypted in a symmetrical encryption process;

control code [causing] effecting location of said private decryption key and use of said key to decrypt said operating data;

a programmable memory for storing said decrypted data; and

a controller adapted to use said decrypted data in the operation of said gaming device.

**Appl. No.** : 09/880,474  
**Filed** : June 12, 2001

Claims 11-12 (canceled)

13. (original)

The gaming device in accordance with Claim 10 wherein said controller includes a processor for executing code, said processor is in communication with said memory, and said decrypted code comprises code for execution by said processor.

14. (original)

31 The gaming device in accordance with Claim 10 wherein said programmable memory comprises RAM.

15. (original)

The gaming device in accordance with Claim 10 including a communications link associated with said controller permitting data to be transmitted to said game device control from a remote location.

16. (previously added)

A method of operating a gaming device for presenting at least one game for play by a player comprising:

encrypting a first portion of a set of operating data with a first private key and a second portion of said set of operating data with a second private key;

**Appl. No.** : 09/880,474  
**Filed** : June 12, 2001

providing said encrypted operating data to said gaming device;  
providing one of said first or second private keys to said gaming device;  
utilizing said provided private key to decrypt said first or second portion of said set of encrypted operating data;  
storing said decrypted portion of said set of operating data; and  
B1 utilizing said decrypted operating data to control at least some aspect of the operation of said gaming device to present said game.

17. (previously added)

The method in accordance with Claim 16 including the step of storing said first or second private key in a secure access module.

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